

JS Bootcamp 15

Week 4 Project: along-the-way

This project is to be done by a team of 3 or 4. Before starting, get approval from Ivan/Ben for team membership. You will also be assigned a “client” who will help with priorities.

Description:

Your team, who clearly looks like a batch of software developers, is approached on the street by a pair of travelers who just happened to meander down Boren on their way to MOHAI. They comment to you how difficult it can be to use tools like Yelp and Google Places to find places to stop along the route of their frequent trips. They ask your team (you just exude the need for a project) to develop a tool to find places “along the way”.

You agree to put effort into this, but you only have three weeks before your next client projects start. First, taking a week to investigate and plan, and then delivering useful software to them every 2nd week after that until you run out of time because you have to present your project in class.

They aren’t going to be picky to start. Think about it, now if they use Yelp, they have to do searches along their route by shifting the map view and searching again. So, to start with, they’d be OK having to list a batch of towns or cities along their travel route where they might be willing to stop, and get back a list of all of the things there. They’d eventually like to specify the kinds of places of interest to restrict the lists, and, even further down the line, they’d like to be able to give a route with a maximum distance from the highway they’d be willing to travel. Of course, what they’d really like is to be able to map the route on whatever smartphone/tablet-like device they happen to have and use the touch screen to set the search range relative to the route and explore the choices. And, maybe they wouldn’t mind using it to plan errands on the way home from work.

Process:

We want you to be iterative and incremental (aka Agile) in your process, using your designated “client” to get feedback. This means you need to make sure you are following the cooperative game model smoothly: invent and communicate with your client (and each other) at least at expected intervals. If you get a question during your process, you can and should ask your client for feedback.

Deliverables:

We are going to do three “sprints” – the first two will be a week, and the second will be a little less because you are “delivering” on Friday, May 30th. The first sprint will end Friday, May 16th, and will result in an initial set of user stories and wireframes based on the minimal system described above. You should give yourself some wiggle room, and provide additional stories for extra work should you run out. The second sprint will end on Friday, May 23rd, and should consist of at least the working minimal system, plus whatever additional (client approved) users stories you may have. Have your client actually drive the

code and give you feedback, come up with additional user stories at that point and have them prioritized.

Note that even though all teams are working on the same product, you will have different actual clients with different set of priorities. The results should be similar, but the supported stories will be different.